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(54) **AURAL INDICATION OF REMOTE CONTROL COMMANDS**

21/006; G10L 13/00; H04M 3/42042; H04M 1/578; H04M 3/42059

See application file for complete search history.

(71) Applicant: **AT&T Intellectual Property I, L.P.**,  
Atlanta, GA (US)

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(72) Inventors: **Aaron Bangor**, Austin, TX (US); **Harry E. Blanchard**, Rumson, NJ (US);  
**Jeffrey Brandt**, Cedar Park, TX (US)

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(73) Assignee: **AT&T Intellectual Property I, L.P.**,  
Atlanta, GA (US)

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(\*) Notice: Subject to any disclaimer, the term of this patent is extended or adjusted under 35 U.S.C. 154(b) by 188 days.

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Primary Examiner — Hai V Tran

(74) *Attorney, Agent, or Firm* — Jackson Walker L.L.P.

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(57) **ABSTRACT**

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**Related U.S. Application Data**

(63) Continuation of application No. 11/866,411, filed on Oct. 2, 2007, now Pat. No. 8,528,040.

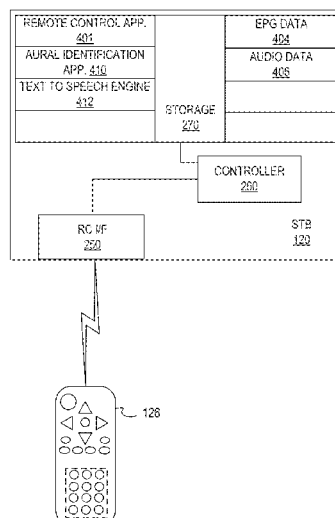
(51) **Int. Cl.**  
**H04N 5/44** (2011.01)  
**H04B 1/20** (2006.01)  
**G10L 13/02** (2013.01)

(52) **U.S. Cl.**  
CPC ..... **H04N 5/4403** (2013.01); **H04B 1/202** (2013.01); **G10L 13/02** (2013.01)

(58) **Field of Classification Search**  
CPC . H04B 1/202; H04N 21/4882; H04N 5/4403; H04N 2005/4432; H04N 21/478; G09B

A disclosed set top box or other multimedia receiver suitable for use in a multimedia distribution network includes a remote control interface operable to receive a signal from a remote control device and extract a remote control command from the signal, a processor coupled to the remote control interface and operable to detect the remote control command, and a machine readable storage resource containing computer executable instructions operable to: invoke an aural indication application that returns an audio stream suitable for processing by an audio output device, wherein the audio stream, when processed by the audio output device, causes the audio output device to produce an audibly detectable signal indicative of a function corresponding to the remote control command. The application may generate the audio stream by invoking a speech synthesis module or by retrieving an audio file. The application may retrieve electronic programming guide (EPG) data associated with a remote control command and incorporate at least some of the EPG data in the audibly detectable output.

**17 Claims, 8 Drawing Sheets**



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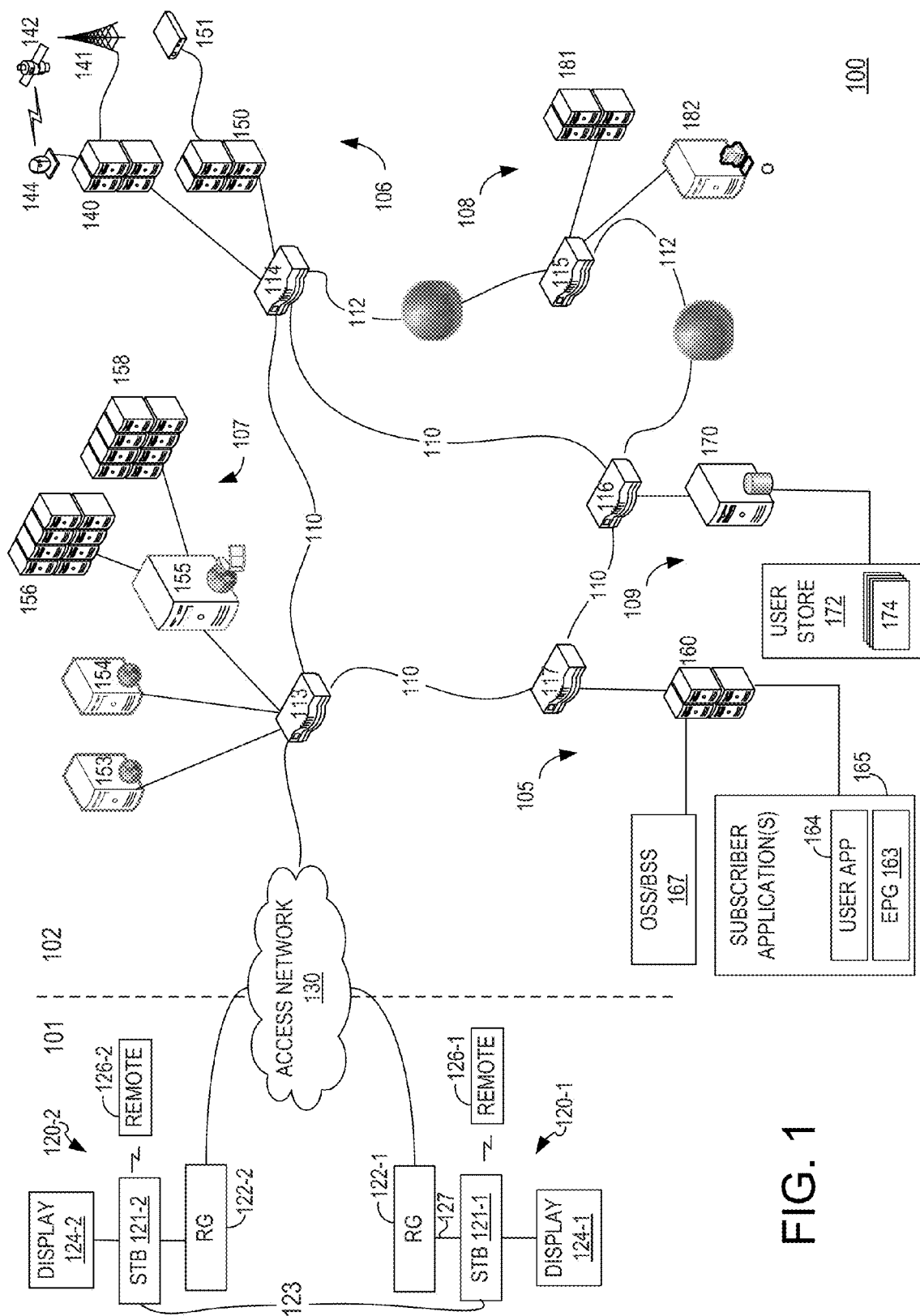


Fig. 1

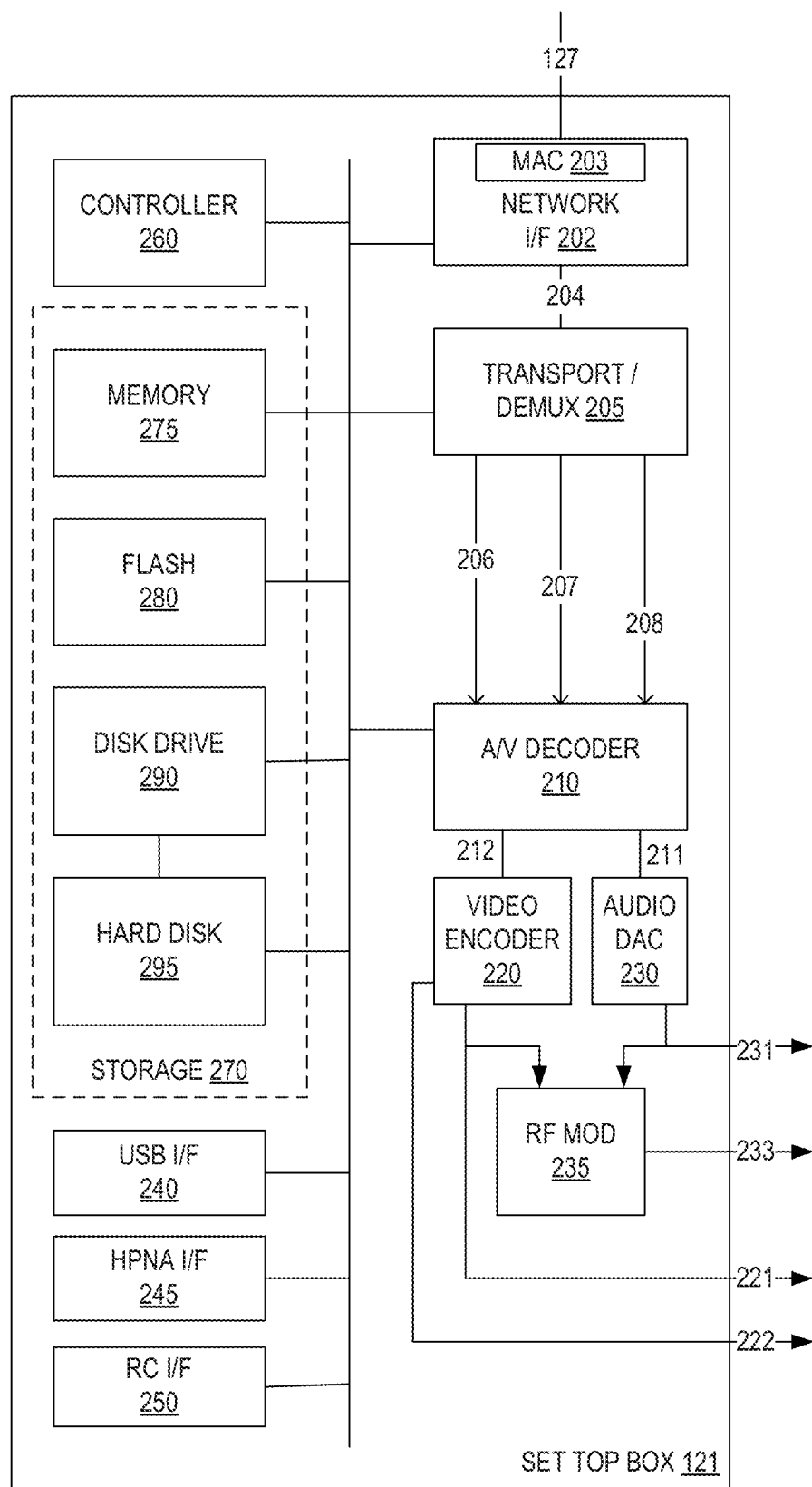


FIG. 2

FIG. 3

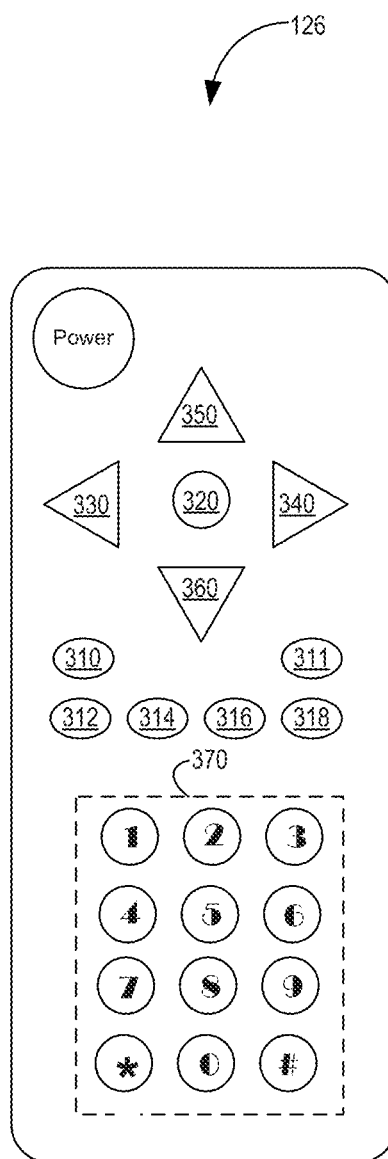


FIG. 4

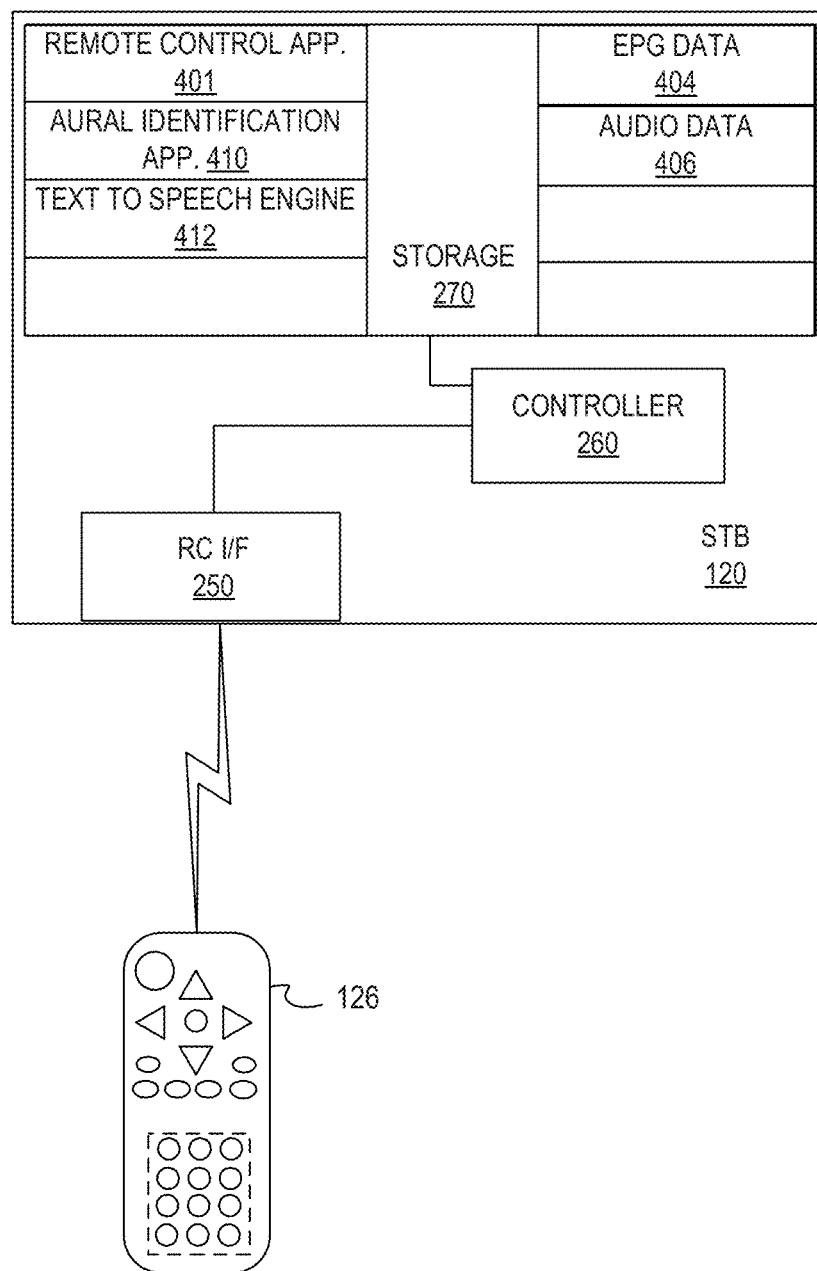


FIG. 5

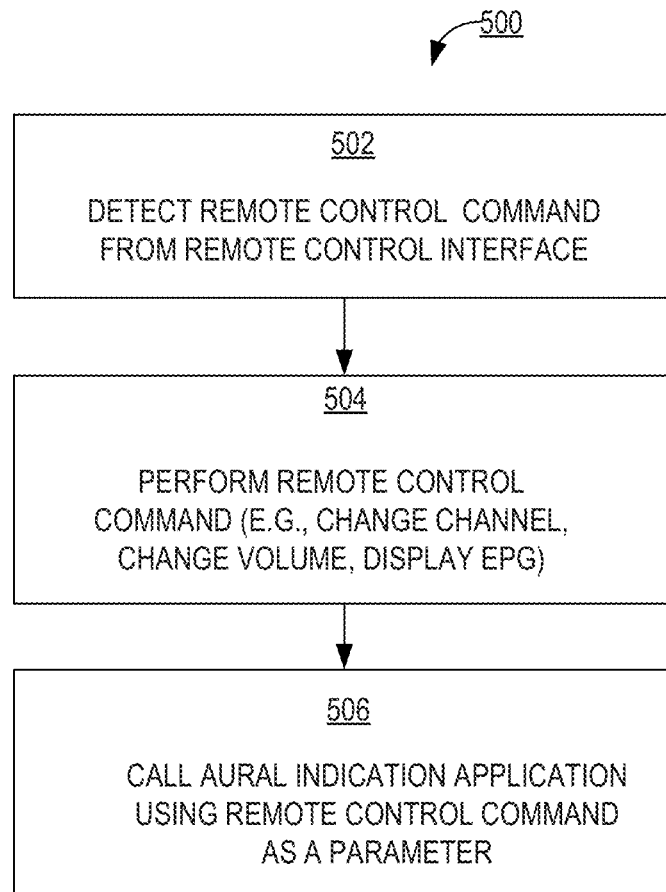


FIG. 6

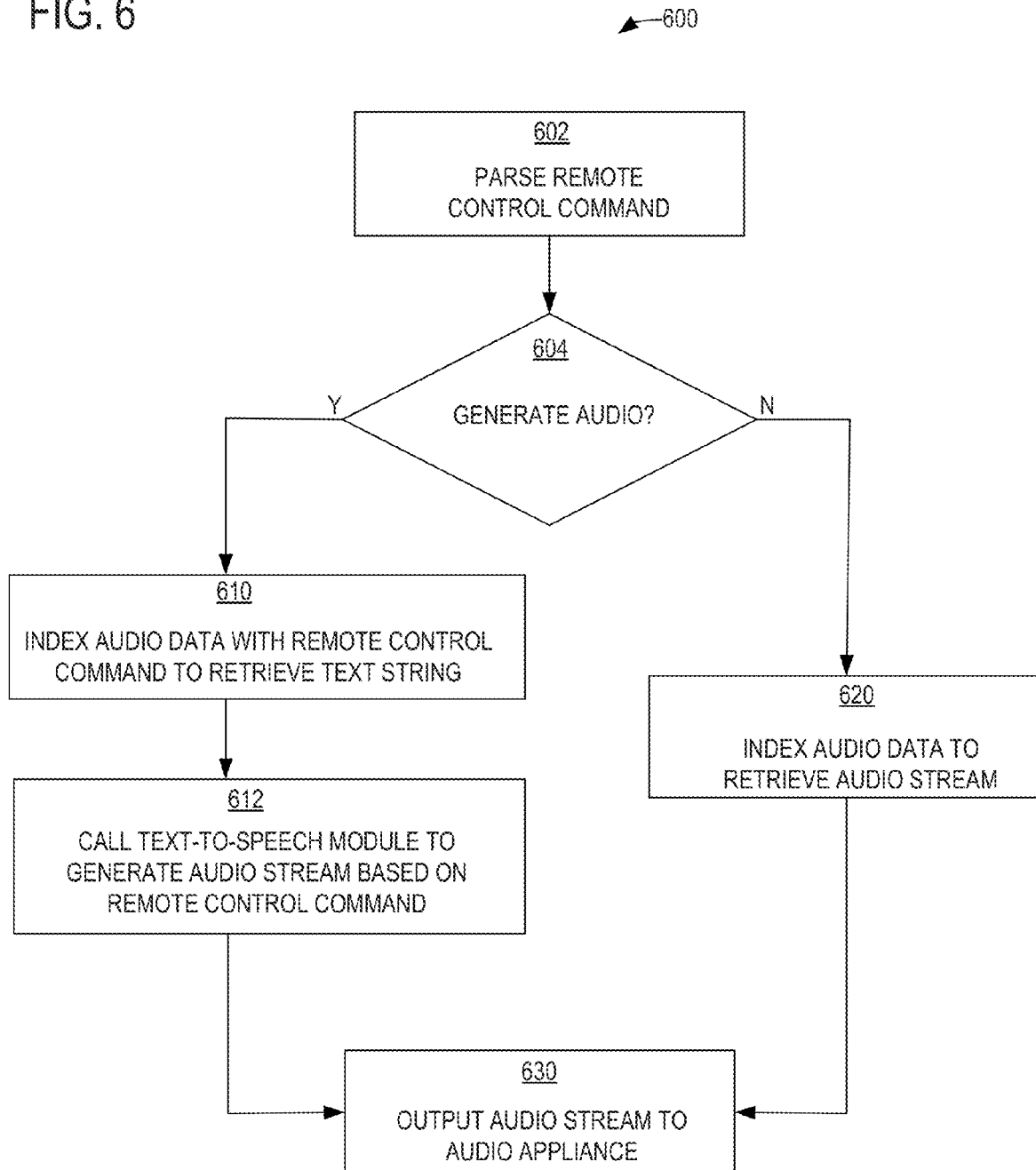




FIG. 7

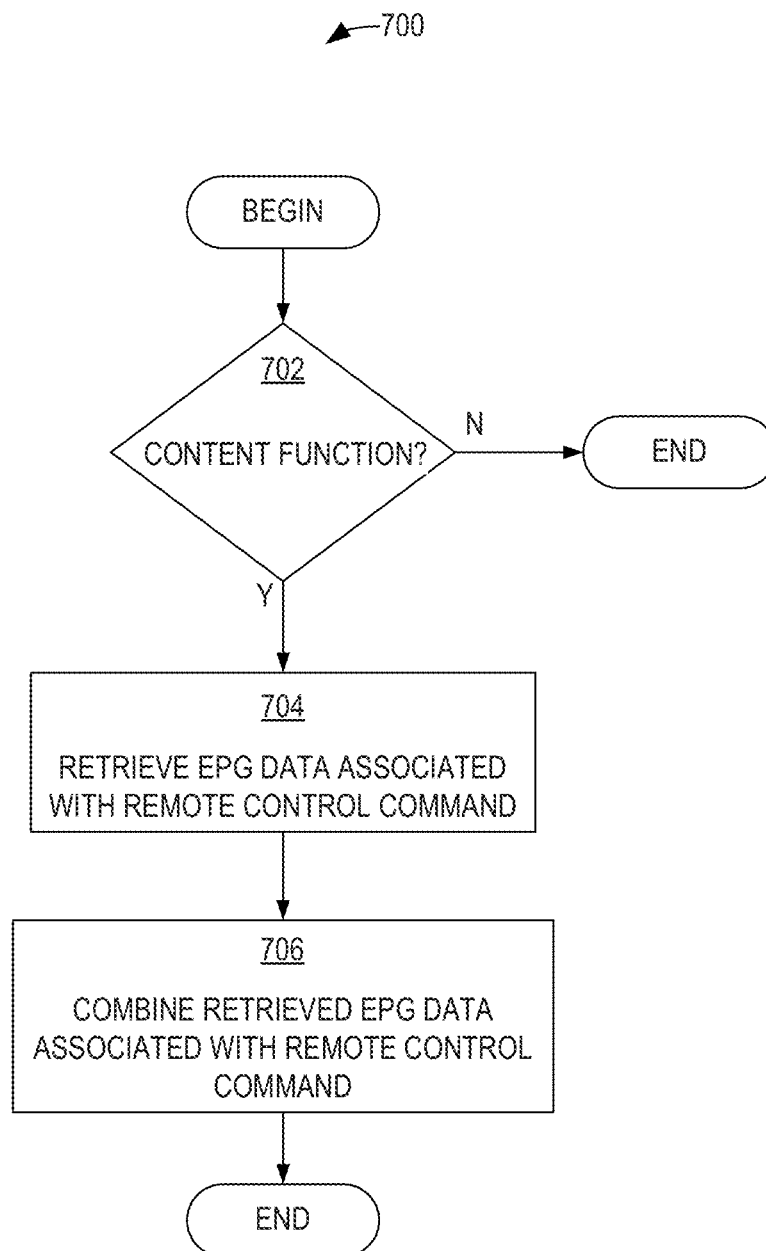
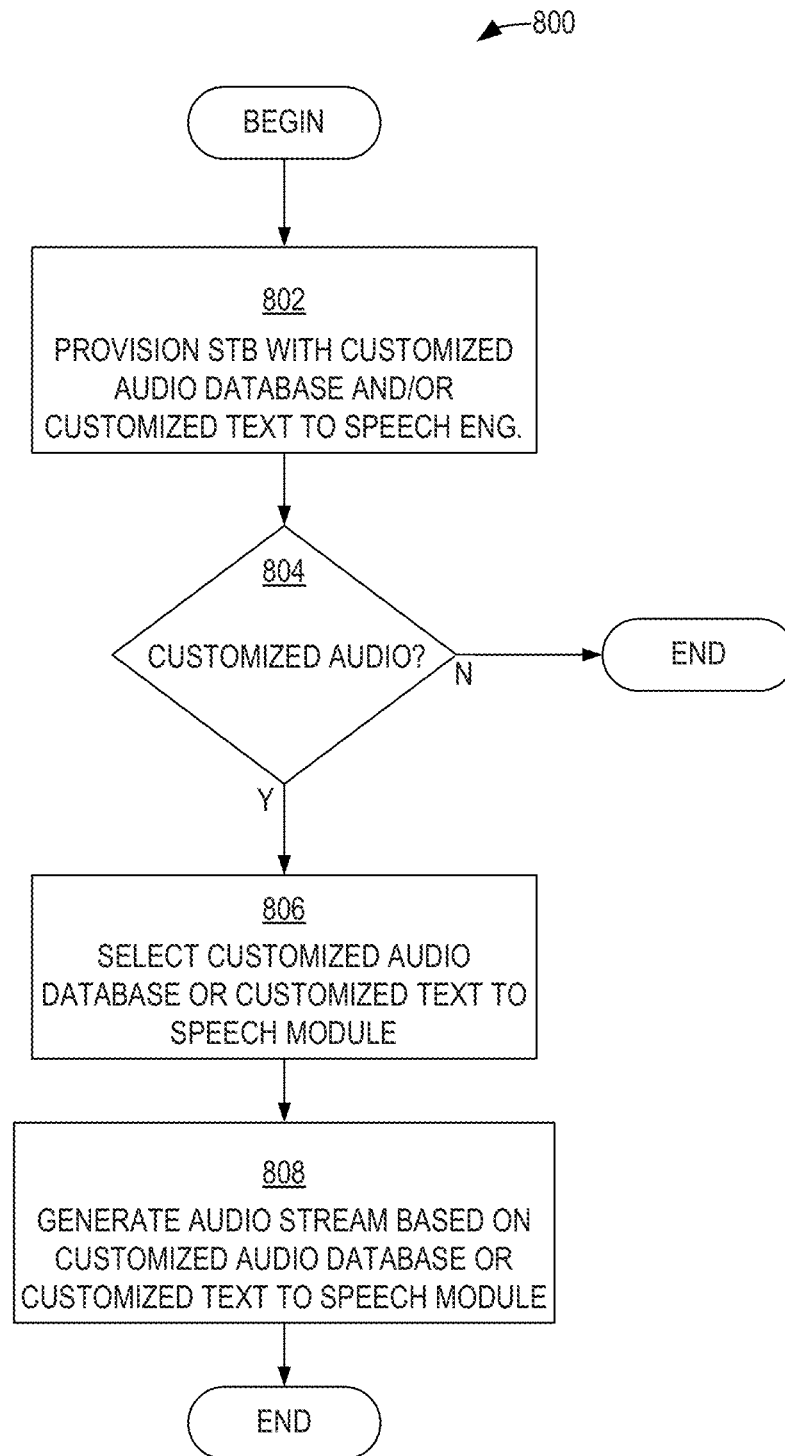


FIG. 8



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## AURAL INDICATION OF REMOTE CONTROL COMMANDS

The present patent application is a continuation of U.S. patent application Ser. No. 11/866,411, filed Oct. 2, 2007, the entirety of which is hereby incorporated by reference.

### BACKGROUND

#### 1. Field of the Disclosure

The present disclosure relates to multimedia systems and more particularly, remote control devices for use with such systems.

#### 2. Description of the Related Art

People with visual impairments cannot read the button labels on remote controls, either because they have no vision or because the limited space on remote controls results in lettering that is too small to read. An estimated ten million Americans have a visual impairment of some kind and the number is only expected to grow as Baby Boomers age. This inability to read labels is a major barrier to the use and enjoyment of many electronic products for these people. Frequently, for example, a visually impaired user must essentially memorize the function associated with each button on a remote control device. Even for well sighted persons, reading the labels on remote control devices may be impractical if the ambient light is insufficient. While there have been efforts to address this problem using remote controls with built-in audio resources, these remotes require additional hardware, drain batteries faster than conventional remote controls, and have limited functionality.

### BRIEF DESCRIPTION OF THE DRAWINGS

FIG. 1 is a block diagram of selected elements of a multimedia content distribution network;

FIG. 2 is a block diagram of selected elements of a set top box suitable for use in the network of FIG. 1;

FIG. 3 depicts a remote control device;

FIG. 4 depicts elements of a set top box of FIG. 2 enabling aural indication of remote control commands;

FIG. 5 is a flow diagram representing selected elements of a method of set top box operation;

FIG. 6 is a flow diagram depicting selected elements of an aural indication application;

FIG. 7 is a flow diagram illustrating an aural indication feature in which the aural indication includes an indication of content selected in response to a remote control command; and

FIG. 8 is a flow diagram illustrating a customizable aural indication feature.

### DESCRIPTION OF THE EMBODIMENT(S)

In one aspect, a disclosed set top box or other type of multimedia receiver suitable for use in a multimedia distribution network includes a remote control interface that receives a signal from a remote control device and extracts a remote control command from the signal. A processor within the receiver, coupled to the remote control interface, detects the remote control command. The receiver includes a machine readable storage resource in which an aural indication application is stored. The processor invokes the aural indication application and the application returns an audio stream suitable for processing by an audio output device. The audio stream, when processed by the audio output device, causes the audio output device to produce an audibly detectable

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signal indicative of a function corresponding to the remote control command. The receiver may also execute a control procedure corresponding to the remote control command, e.g., change the channel, change the volume, etc. The audibly detectable signal may include a speech component and may be generated using a text-to-speech application or by indexing and retrieving stored audio files. In some cases, the audible indication may include information regarding multimedia content selected by the remote control command. The audible indication may also be customized to produce an audibly detectable signal in the speech of someone familiar to the user.

In the following description, details are set forth by way of example to provide a thorough explanation of the disclosed subject matter. It should be apparent to a person of ordinary skill in the field, however, that the disclosed embodiments are exemplary and not exhaustive of all possible embodiments. Throughout this disclosure, a hyphenated form of a reference numeral refers to a specific instance of an element and the un-hyphenated form of the reference numeral refers to the element generically or collectively. Thus, for example, element **102-1** refers to an instance of an element class, which may be referred to collectively as elements **102** and any one of which may be referred to generically as an element **102**.

Before describing details of applications, disclosed herein, for use in conjunction with a multimedia content distribution network, selected aspects of the network and selected devices used to implement the network are described to provide context for at least some implementations.

Distribution of multimedia content, including television and video on-demand content, via a wide area network encompassing multiple subscribers or end users is well known. Some multimedia distribution networks including, for example traditional coaxial-based "cable" networks, continuously distribute or "push" a composite signal that includes all or a large number of the channels offered. The different channels are modulated onto corresponding frequency bandwidths within the composite signal. A tuner within a set top box, television, or other receiver selects a channel from the composite signal to play or record. Many of these composite signal networks are largely unidirectional and highly proprietary.

In contrast to composite signal networks, other networks including, for example, Internet Protocol Television (IPTV) systems may distribute one or a relatively small number of channels to a user at any given time based on the needs of the user. As suggested by their name, IPTV networks leverage pervasive network, technologies, standards, and infrastructure including, to some extent the Internet and the Internet Protocol (IP). In some IPTV networks, content is provided to the user over a physical connection that includes the "local loop" or "last mile" of a conventional telephone system. In these implementations, a subscriber's telephone lines may be used in combination with a residential gateway (RG), a digital subscriber line (DSL) modem to provide basic network communication functionality. A set-top box (STB) or other similar device connected to the RG provides functionality needed to decode video streams provided via the network and format resulting contents for display on a digital television, monitor, or other similar display device.

The inherent bidirectionality and the pervasiveness of the network technologies underlying IPTV offer the prospect of greater interactivity and a more flexible, extensible, and diverse set of features IPTV networks are particularly suited for deploying network based applications and features.

In the following description, details are set forth by way of example to provide a thorough explanation of the disclosed

subject matter. It should be apparent to a person of ordinary skill in the field, however, that the disclosed embodiments are exemplary and not exhaustive of all possible embodiments. Throughout this disclosure, a hyphenated form of a reference numeral refers to a specific instance of an element and the un-hyphenated form of the reference numeral refers to the element generically or collectively. Thus, for example, widget **102-1** refers to an instance of a widget class, which may be referred collectively as widgets **102** and any one of which may be referred to generically as a widget **102**.

Before describing details of applications, disclosed herein, for use in conjunction with a multimedia content distribution network, selected aspects of the network and selected devices used to implement the network are described to provide context for at least some implementations.

Television programs, video on demand, radio programs including music programs, and a variety of other types of multimedia content may be distributed to multiple subscribers over various types of networks. Suitable types of networks that may be configured to support the provisioning of multimedia content services by a service provider include, as examples, telephony-based networks, coaxial-based networks, satellite-based networks, and the like.

In some networks including, for example, traditional coaxial-based “cable” networks, whether analog or digital, a service provider distributes a mixed signal that includes a relatively large number of multimedia content channels (also referred to herein as “channels”), each occupying a different frequency band or channel, through a coaxial cable, a fiber-optic cable, or a combination of the two. The enormous bandwidth required to transport simultaneously large numbers of multimedia channels is a source of constant challenge for cable-based providers. In these types of networks, a tuner within a STB, television, or other form of receiver, is required to select a channel from the mixed signal for playing or recording. A subscriber wishing to play or record multiple channels typically needs to have distinct tuners for each desired channel. This is an inherent limitation of cable networks and other mixed signal networks.

In contrast to mixed signal networks, IPTV (Internet Protocol Television) networks generally distribute content to a subscriber only in response to a subscriber request so that, at any given time, the number of content channels being provided to a subscriber is relatively small, e.g., one channel for each operating television plus possibly one or two channels for recording. As suggested by the name, IPTV networks typically employ Internet Protocol (IP) and other open, mature, and pervasive networking technologies. Instead of being associated with a particular frequency band, an IPTV television program, movie, or other form of multimedia content is a packet-based stream that corresponds to a particular network address, e.g., an IP address. In these networks, the concept of a channel is inherently distinct from the frequency channels native to mixed signal networks. Moreover, whereas a mixed signal network requires a hardware intensive tuner for every channel to be played, IPTV channels can be “tuned” simply by transmitting to a server an IP or analogous type of network address that is associated with the desired channel.

IPTV may be implemented, at least in part, over existing infrastructure including, for example, existing telephone lines, possibly in combination with customer premise equipment (CPE) including, for example, a digital subscriber line (DSL) modem in communication with a set-top box (STB), a display, and other appropriate equipment to receive multimedia content from a network and convert such content into usable form. In some implementations, a core portion of an

IPTV network is implemented with fiber optic cables while the so-called last mile may include conventional unshielded twisted pair copper cables.

IPTV networks support bidirectional (i.e., two-way) communication between a subscriber’s CPE and a service provider’s equipment. Bidirectional communication allows a service provider to deploy advanced features, such as video-on-demand (VoD), pay-per-view, advanced programming information including sophisticated and customizable programming guides, and the like. Bidirectional networks may also enable a service provider to collect information related to a subscriber’s preferences, whether for purposes of providing preference based features to the subscriber, providing potentially valuable information to service providers, or potentially lucrative information to content providers and others.

Because they are rooted in historically computer-based networking, IPTV networks are generally more adept at offering features that extend traditional television including, for example, networked interactive gaming and other network hosted applications.

Referring now to the drawings, FIG. 1 illustrates selected aspects of an embodiment of a multimedia content distribution network (MCDN) **100**. MCDN **100** as shown may be generally divided into a client side **101** and a service provider side **102**, sometimes also referred to simply as a server side, **102**. The client side **101** includes all or most of the resources depicted to the left of access network **130** while the server side encompasses the remainder.

Client side **101** and server side **102** are linked by access network **130**. In embodiments of MCDN **100** that leverage telephony hardware and infrastructure, access network **130** may include the “local loop” or “last mile,” which refers to the physical wires that connect a subscriber’s home or business to a local exchange. In these embodiments, the physical layer of access network **130** may include twisted pair copper cables or fiber optics cables employed either as fiber to the curb (FTTC) or fiber to the home (FTTH).

Access network **130** may include hardware and firmware to perform signal translation when access network **130** includes multiple types of physical media. For example, an access network that includes twisted-pair telephone lines to deliver multimedia content to consumers may utilize DSL. In embodiments of access network **130** that implement FTTC, a DSL access multiplexer (DSLAM) may be used within access network **130** to transfer signals containing multimedia content from optical fiber to copper wire for DSL delivery to consumers.

In other embodiments, access network **130** may transmit radio frequency (RF) signals over coaxial cables. In these embodiments, access network **130** may utilize quadrature amplitude modulation (QAM) equipment for downstream traffic. In these embodiments, access network **130** may receive upstream traffic from a consumer’s location using quadrature phase shift keying (QPSK) modulated RF signals. In such embodiments, a cable modem termination system (CMTS) may be used to mediate between IP-based traffic on private network **110** and access network **130**.

Services provided by the server side resources as shown in FIG. 1 may be distributed over a private network **110**. In some embodiments, private network **110** is referred to as a “core network.” In at least some of these embodiments, private network **110** includes a fiber optic wide area network (WAN), referred to herein as the fiber backbone, and one or more video hub offices (VHOs). In large scale implementations of MCDN **100**, which may cover a geographic region compa-

table, for example, to the region served by telephony-based broadband services, private network **110** includes a hierarchy of VHOs.

A national VHO, for example, may deliver national content feeds to several regional VHOs, each of which may include its own acquisition resources to acquire local content, such as the local affiliate of a national network, and to inject local content such as advertising and public service announcements from local entities. The regional VHOs may then deliver the local and national content for reception by subscribers served by the regional VHO. The hierarchical arrangement of VHOs, in addition to facilitating localized or regionalized content provisioning, may conserve scarce and valuable bandwidth by limiting the content that is transmitted over the core network and injecting regional content “downstream” from the core network.

Segments of private network **110** as shown in FIG. **1** are connected together with a plurality of network switching and routing devices referred to simply as switches **113** through **117**. The depicted switches include client facing switch **113**, acquisition switch **114**, operations-systems-support/business-systems-support (OSS/BSS) switch **115**, database switch **116**, and an application switch **117**. In addition to providing routing/switching functionality, switches **113** through **117** preferably include hardware or firmware firewalls, not depicted, that maintain the security and privacy of network **110**. Other portions of MCDN **100** communicate over a public network **112**, including, for example, the Internet or other type of web-network where the public network **112** is signified in FIG. **1** by the world wide web icon.

As shown in FIG. **1**, the client side **101** of MCDN **100** depicts two of a potentially large number of client side resources referred to herein simply as client(s) **120**. Each client **120** as shown includes an STB **121**, an RG **122**, a display **124**, and a remote control device **126**. In the depicted embodiment, STB **121** communicates with server side devices through access network **130** via RG **122**.

RG **122** may include elements of a broadband modem such as a DSL modem, as well as elements of a router and/or access point for an Ethernet or other suitable local area network (LAN) **127**. In this embodiment, STB **121** is a uniquely addressable Ethernet compliant device. In some embodiments, display **124** may be any NTSC and/or PAL compliant display device. Both STB **121** and display **124** may, but do not necessarily include any form of conventional frequency tuner.

Remote control device **126** communicates wirelessly with STB **121** using an infra red (IR) or RF signal. IR-based remote control devices are economical but limited to line of sight operation whereas RF-based remote control devices are omni-directional, but more expensive to implement and more demanding in terms of power consumption, which is an important consideration for a battery based device.

In IPTV compliant implementations of MCDN **100**, the clients **120** are operable to receive packet-based multimedia streams from access network **130** and process the streams for presentation on display **124**. In addition, clients **120** are network-aware systems that may facilitate bidirectional networked communications with server side **102** resources to facilitate network hosted services and features. Because clients **120** are operable to process multimedia content streams while simultaneously supporting more traditional web-like communications, clients **120** may support or comply with a variety of different types of network protocols including streaming protocols such as RDP (reliable datagram protocol) over UDP/IP (user datagram protocol/internet protocol)

as well as more conventional web protocols such as HTTP (hypertext transport protocol) over TCP/IP (transport control protocol).

The server side **102** of MCDN **100** as depicted in FIG. **1** emphasizes network capabilities including application resources **105**, which may or may not have access to database resources **109**, content acquisition resources **106**, content delivery resources **107**, and OSS/BSS resources **108**.

Before distributing multimedia content to subscribers, MCDN **100** must first obtain multimedia content from content providers. To that end, acquisition resources **106** encompass various systems and devices to acquire multimedia content, reformat it when necessary, and process it for delivery to subscribers over private network **110** and access network **130**.

Acquisition resources **106** may include, for example, systems for capturing analog and/or digital content feeds, either directly from a content provider or from a content aggregation facility. Content feeds transmitted via VHF/UHF broadcast signals may be captured by an antenna **141** and delivered to live acquisition server **140**. Similarly, live acquisition server **140** may capture down linked signals transmitted by a satellite **142** and received by a parabolic dish **144**. In addition, live acquisition server **140** may acquire programming feeds transmitted via high-speed fiber feeds or other suitable transmission means. Acquisition resources **106** may further include signal conditioning systems and content preparation systems for encoding content.

As depicted in FIG. **1**, content acquisition resources **106** include a video on demand (VoD) acquisition server **150**. VoD acquisition server **150** receives content from one or more VoD sources that may be external to the MCDN **100** including, as examples, discs represented by a DVD player **151**, or transmitted feeds (not shown). VoD acquisition server **150** may temporarily store multimedia content for transmission to a VoD delivery server **158** in communication with client-facing switch **113**.

After acquiring multimedia content, acquisition resources **106** may transmit acquired content over private network **110**, for example, to one or more servers in content delivery resources **107**. Prior to transmission, live acquisition server **140** may encode acquired content using, e.g., MPEG-2, H.263, a WMV (Windows Media Video) family codec, or another suitable video codec. Encoding acquired content is desirable to compress the acquired content to preserve network bandwidth and network storage resources and, optionally, to provide encryption for securing the content. VoD content acquired by VoD acquisition server **150** may be in a compressed format prior to acquisition and further compression or formatting prior to transmission may be unnecessary and/or optional.

Content delivery resources **107** as shown in FIG. **1** are in communication with private network **110** via client facing switch **113**. In the depicted implementation, content delivery resources **107** include a content delivery server **155** in communication with a live or real-time content server **156** and a VoD delivery server **158**. For purposes of this disclosure, the use of the term “live” or “real-time” in connection with content server **156** is intended primarily to distinguish the applicable content from the content provided by VoD delivery server **158**. The content provided by a VoD server is sometimes referred to as time-shifted content to emphasize the ability to obtain and view VoD content substantially without regard to the time of day or day of week.

Content delivery server **155**, in conjunction with live content server **156** and VoD delivery server **158**, responds to subscriber requests for content by providing the requested content to the subscriber. The content delivery resources **107**

are, in some embodiments, responsible for creating video streams that are suitable for transmission over private network **110** and/or access network **130**. In some embodiments, creating video streams from the stored content generally includes generating data packets by encapsulating relatively small segments of the stored content in one or more packet headers according to the network communication protocol stack in use. These data packets are then transmitted across a network to a receiver, e.g., STB **121** of client **120**, where the content is parsed from individual packets and re-assembled into multimedia content suitable for processing by a set top box decoder.

Subscriber requests received by content delivery server **155** include an indication of content that is being requested. In some embodiments, this indication includes an IP address associated with the desired content. For example, a particular local broadcast television station may be associated with a particular channel and the feed for that channel may be associated with a particular IP address. When a subscriber wishes to view the station, the subscriber may interact with remote control **126** to send a signal to STB **121** indicating a request for the particular channel. When STB **121** responds to the remote control signal, the STB **121** changes to the requested channel by transmitting a request that includes an IP address associated with the desired channel to content delivery server **155**.

Content delivery server **155** may respond to a request by making a streaming video signal accessible to the subscriber. Content delivery server **155** may employ unicast and broadcast techniques when making content available to a subscriber. In the case of multicast, content delivery server **155** employs a multicast protocol to deliver a single originating stream to multiple clients. When a new subscriber requests the content associated with a multicast stream, there is generally latency associated with updating the multicast information to reflect the new subscriber as a part of the multicast group. To avoid exposing this undesirable latency to the subscriber, content delivery server **155** may temporarily unicast a stream to the requesting subscriber. When the subscriber is ultimately enrolled in the multicast group, the unicast stream is terminated and the subscriber receives the multicast stream. Multicasting desirably reduces bandwidth consumption by reducing the number of streams that must be transmitted over the access network **130** to clients **120**.

As illustrated in FIG. 1, a client-facing switch **113** provides a conduit between subscriber side **101**, including client **120**, and server side **102**. Client-facing switch **113** as shown is so named because it connects directly to the client **120** via access network **130** and it provides the network connectivity of IPTV services to consumers' locations.

To deliver multimedia content, client-facing switch **113** may employ any of various existing or future Internet protocols for providing reliable real-time streaming multimedia content. In addition to the TCP, UDP, and HTTP protocols referenced above, such protocols may use, in various combinations, other protocols including, real-time transport protocol (RTP), real-time control protocol (RTCP), file transfer protocol (FTP), and real-time streaming protocol (RTSP), as examples.

In some embodiments, client-facing switch **113** routes multimedia content encapsulated into IP packets over access network **130**. For example, an MPEG-2 transport stream may be sent, in which the transport stream consists of a series of 188 byte transport packets, for example. Client-facing switch **113** as shown is coupled to a content delivery server **155**, acquisition switch **114**, applications switch **117**, a client gateway **153**, and a terminal server **154** that is operable to provide

terminal devices with a connection point to the private network **110**. Client gateway **153** may provide subscriber access to private network **110** and the resources coupled thereto.

In some embodiments, STB **121** may access MCDN **100** using information received from client gateway **153**. Subscriber devices may access client gateway **153** and client gateway **153** may then allow such devices to access the private network **110** once the devices are authenticated or verified. Similarly, client gateway **153** may prevent unauthorized devices, such as hacker computers or stolen set-top boxes, from accessing the private network **110**. Accordingly, in some embodiments, when an STB **121** accesses MCDN **100**, client gateway **153** verifies subscriber information by communicating with user store **172** via the private network **110**. Client gateway **153** may verify billing information and subscriber status by communicating with an OSS/BSS gateway **167**. OSS/BSS gateway **167** may transmit a query to the OSS/BSS server **181** via an OSS/BSS switch **115** that may be connected to a public network **112**. Upon client gateway **153** confirming subscriber and/or billing information, client gateway **153** may allow STB **121** access to IPTV content, VoD content, and other services. If client gateway **153** cannot verify subscriber information for STB **121**, for example, because it is connected to an unauthorized twisted pair or residential gateway, client gateway **153** may block transmissions to and from STB **121** beyond the private access network **130**.

MCDN **100** as depicted includes application resources **105**, which communicate with private network **110** via application switch **117**. Application resources **105** as shown include an application server **160** operable to host or otherwise facilitate one or more subscriber applications **165** that may be made available to system subscribers. For example, subscriber applications **165** as shown include an electronic programming guide (EPG) application **163**. Subscriber applications **165** may include other applications as well. In addition to subscriber applications **165**, application server **160** may host or provide a gateway to operation support systems and/or business support systems. In some embodiments, communication between application server **160** and the applications that it hosts and/or communication between application server **160** and client **120** may be via a conventional web based protocol stack such as HTTP over TCP/IP or HTTP over UDP/IP.

Application server **160** as shown also hosts an application referred to generically as user application **164**. User application **164** represents an application that may deliver a value added feature to a subscriber. User application **164** is illustrated in FIG. 1 to emphasize the ability to extend the network's capabilities by implementing a networked hosted application. Because the application resides on the network, it generally does not impose any significant requirements or imply any substantial modifications to the client **120** including the STB **121**. In some instances, an STB **121** may require knowledge of a network address associated with user application **164**, but STB **121** and the other components of client **120** are largely unaffected.

As shown in FIG. 1, a database switch **116** connected to applications switch **117** provides access to database resources **109**. Database resources **109** include a database server **170** that manages a system storage resource **172**, also referred to herein as user store **172**. User store **172** as shown includes one or more user profiles **174** where each user profile includes account information and may include preferences information that may be retrieved by applications executing on application server **160** including subscriber application **165**.

MCDN **100** as shown includes an OSS/BSS resource **108** including an OSS/BSS switch **115**. OSS/BSS switch **115** as

shown facilitates communication between OSS/BSS resources **108** via public network **112**. The OSS/BSS switch **115** is coupled to an OSS/BSS server **181** that hosts operations support services including remote management via a management server **182**. OSS/BSS resources **108** may include a monitor server (not depicted) that monitors network devices within or coupled to MCDN **100** via, for example, a simple network management protocol (SNMP).

Turning now to FIG. 2, selected components of an embodiment of the STB **121** in the IPTV client **120** of FIG. 1 are illustrated. Regardless of the specific implementation, of which STB **121** as shown in FIG. 2 is but an example, an STB **121** suitable for use in an IPTV client includes hardware and/or software functionality to receive streaming multimedia data from an IP-based network and process the data to produce video and audio signals suitable for delivery to an NTSC, PAL, or other type of display **124**. In addition, some embodiments of STB **121** may include resources to store multimedia content locally and resources to play back locally stored multimedia content.

In the embodiment depicted in FIG. 2, STB **121** includes a general purpose processing core represented as controller **260** in communication with various special purpose multimedia modules. These modules may include a transport/de-multiplexer module **205**, an A/V decoder **210**, a video encoder **220**, an audio DAC **230**, and an RF modulator **235**. Although FIG. 2 depicts each of these modules discretely, STB **121** may be implemented with a system on chip (SoC) device that integrates controller **260** and each of these multimedia modules. In still other embodiments, STB **121** may include an embedded processor serving as controller **260** and at least some of the multimedia modules may be implemented with a general purpose digital signal processor (DSP) and supporting software.

Regardless of the implementation details of the multimedia processing hardware, STB **121** as shown in FIG. 2 includes a network interface **202** that enables STB **121** to communicate with an external network such as LAN **127**. Network interface **202** may share many characteristics with conventional network interface cards (NICs) used in personal computer platforms. For embodiments in which LAN **127** is an Ethernet LAN, for example, network interface **202** implements level 1 (physical) and level 2 (data link) layers of a standard communication protocol stack by enabling access to the twisted pair or other form of physical network medium and supporting low level addressing using MAC addressing. In these embodiments, every network interface **202** includes a globally unique 48-bit MAC address **203** stored in a ROM or other persistent storage element of network interface **202**. Similarly, at the other end of the LAN connection **127**, RG **122** has a network interface (not depicted) with its own globally unique MAC address.

Network interface **202** may further include or support software or firmware providing one or more complete network communication protocol stacks. Where network interface **202** is tasked with receiving streaming multimedia communications, for example, network interface **202** may include a streaming video protocol stack such as an RTP/UDP stack. In these embodiments, network interface **202** is operable to receive a series of streaming multimedia packets and process them to generate a digital multimedia stream **204** that is provided to transport/demux **205**.

The digital multimedia stream **204** is a sequence of digital information that includes interleaved audio data streams and video data streams. The video and audio data contained in digital multimedia stream **204** may be referred to as "in-band" data in reference to a particular frequency bandwidth

that such data might have been transmitted in an RF transmission environment. Multimedia stream **204** may also include "out-of-band" data which might encompass any type of data that is not audio or video data, but may refer in particular to data that is useful to the provider of an IPTV service. This out-of-band data might include, for example, billing data, decryption data, and data enabling the IPTV service provider to manage IPTV client **120** remotely.

Transport/demux **205** as shown is operable to segregate and possibly decrypt the audio, video, and out-of-band data in digital multimedia stream **204**. Transport/demux **205** outputs a digital audio stream **206**, a digital video stream **207**, and an out-of-band digital stream **208** to A/V decoder **210**. Transport/demux **205** may also, in some embodiments, support or communicate with various peripheral interfaces of STB **121** including an IR interface **250** suitable for use with an IR remote control unit (not shown) and a front panel interface (not shown).

A/V decoder **210** processes digital audio, video, and out-of-band streams **206**, **207**, and **208** to produce a native format digital audio stream **211** and a native format digital video stream **212**. A/V decoder **210** processing may include decompression of digital audio stream **206** and/or digital video stream **207**, which are generally delivered to STB **121** as compressed data streams. In some embodiments, digital audio stream **206** and digital video stream **207** are MPEG compliant streams and, in these embodiments, A/V decoder **210** is an MPEG decoder.

The digital out-of-band stream **208** may include information about or associated with content provided through the audio and video streams. This information may include, for example, the title of a show, start and end times for the show, type or genre of the show, broadcast channel number associated with the show, and so forth. A/V decoder **210** may decode such out-of-band information. MPEG embodiments of A/V decoder **210** support a graphics plane as well as a video plane and at least some of the out-of-band information may be incorporated by A/V decoder **210** into its graphics plane and presented to the display **124**, perhaps in response to a signal from a remote control device.

The native format digital audio stream **211** as shown in FIG. 2 is routed to an audio DAC **230** to produce an audio output signal **231**. The native format digital video stream **212** is routed to an NTSC/PAL or other suitable video encoder **220**, which generates digital video output signals suitable for presentation to an NTSC or PAL compliant display device **204**. In the depicted embodiment, for example, video encoder **220** generates a composite video output signal **221** and an S video output signal **222**. An RF modulator **235** receives the audio and composite video outputs signals **231** and **221** respectively and generates an RF output signal **221** suitable for providing to an analog input of display **204**.

In addition to the multimedia modules described, STB **121** as shown includes various peripheral interfaces. STB **121** as shown includes, for example, a USB interface **240** and a local interconnection interface **245**. Local interconnection interface **245** may, in some embodiments, support the HPNA or other form of local interconnection **123** shown in FIG. 1.

The illustrated embodiment of STB **121** includes storage resources **270** that are accessible to controller **260** and possibly one or more of the multimedia modules. Storage **270** may include DRAM or another type of volatile storage identified as memory **275** as well as various forms of persistent or nonvolatile storage including flash memory **280** and/or other suitable types of persistent memory devices including ROMs, EPROMs, and EEPROMs. In addition, the depicted embodiment of STB **121** includes a mass storage device in the form

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of one or more magnetic hard disks **295** supported by an IDE compliant or other type of disk drive **290**. Embodiments of STB **121** employing mass storage devices may be operable to store content locally and play back stored content when desired.

FIG. 3 illustrates an exemplary remote control **126** suitable for use with STB **121**. The buttons and functionality of remote control **126** is described to illustrate basic functionality and are not intended to limit other possible functionality that may be incorporated into other embodiments. For example, although not shown, the buttons or indicators of remote control **126** may include a button, a knob, or a wheel for receiving input.

In the embodiment depicted in FIG. 3, remote control **126** has various function buttons **310**, **311**, **312**, **314**, **316**, and **318**, a “select” button **320**, a “backward” or left-ward button **330**, a “forward” or right-ward button **340**, an “upward” button **350**, and a “downward” button **360**. The number, shape, and positioning of buttons **310** through **360** is an implementation detail and other embodiments may employ more or fewer buttons of the same or different shapes arranged in a similar or dissimilar pattern. The “select” button **320** may be used to request a channel to be viewed on the full display to the exclusion of other icons, menus, thumbnails, line-ups and/or other items. Button **320** may additionally be considered an “Enter” button or an “OK” button. Key pad **370** as shown is a numeric keypad that permits a user an option of selecting channels by entering numbers as is well known. In other embodiments, key pad **370** may be an alphanumeric keypad including a full or partially full set of alphabetic keys. In conjunction with an aural indication application described below, one or more of the function buttons **310** through **318** may be used to enable, disable, or facilitate aural indication functionality.

Turning now to FIG. 4, selected software elements of an STB **121** operable to support an aural indication of remote control command feature are illustrated. In the depicted implementation, the storage **270** of STB **121** includes a program or execution module identified as remote control application **401** and a module identified as aural indication application **410**. In addition, the depicted implementation of storage **270** includes data objects identified as EPG data **404** and audio data **406**.

Remote control application **401** includes code that supports the STB’s **121** remote control functionality. When a user depresses a volume button on remote control **126**, remote control application **401** includes code to modify the volume signal being generated by STB **121**. In some embodiments, remote control application **401** is invoked by controller **260** in response to a signal from RC I/F **250** indicating that RC I/F **250** has received a remote control command signal. Although the embodiments described herein employ a wireless remote control device **126** to convey user commands to STB **121**, the user commands may be conveyed to STB **121** in other ways. For example, STB **121** may include a front panel having function buttons that are associated with various commands, some of which may coincide with commands associated with function buttons on remote control device **126**. Similarly, although remote control device **126** is described herein as being an IF or IR remote control device, other embodiments may use other media and/or protocols to convey commands to STB **121**. For example, remote control commands may be conveyed to STB **121** via USB (Universal Serial Bus), WiFi (IEEE 802.11-family protocols), and/or Bluetooth techniques, all of which are well known in the field of network communications.

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RC I/F **250** may be operable to parse or otherwise extract the remote control command that is included in the signal. The remote control command may then be made available to controller **260** and/or remote control application **401**. In this manner, remote control application **401** may receive an indication of the remote control command from the RC I/F **250** directly or from controller **260**. In the latter case, for example, controller **260** might call remote control application **401** as a function call and include an indication of remote control **126** as a parameter in the function call.

STB **121** as shown in FIG. 4 also includes aural indication application **410** that may work in conjunction with remote control application **401**. In some embodiments, including an embodiment of STB **121** functionality conceptually depicted in FIG. 5, STB **121** is operable to detect (block **502**) a remote control command from RC I/F **250**. The depicted embodiment of STB **121** responds to detecting the remote control command by invoking remote control application **401** to perform (block **504**) a function corresponding to the detected remote control command. For example, if the detected remote control command is a change channel command, remote control application **401** is responsible for causing STB **121** to change its channel indicator and to decode and present for display multimedia content corresponding to the new channel.

In addition to performing the function associated with a remote control command, STB **121** as implemented in FIG. 5 may then call (block **506**) an aural indication application **410**, again using the remote control command as a parameter provided to the aural indication application. The aural indication application, as illustrated in greater detail in FIG. 6, causes STB **121** to output an audio sequence that is indicative of the remote control command and, more specifically, indicative of the function executed by STB **121** in response to receiving the remote control command from the remote control **126**. Whereas remote control units exist that have speakers and rudimentary speech capability, these units are only capable of “speaking” the button that is pressed on the remote control device. A button may, however, cause an STB to do different things depending upon the state of the STB when the button is pressed. A benefit of porting the audible indication functionality from the remote control to the STB is that the STB can provide an indication of the resulting function as opposed to the remote control button that was pressed.

Referring now to FIG. 6, selected elements of an embodiment of an aural indication application **600** are depicted. In the depicted embodiment, aural indication application **600** parses (block **602**) the remote control command or receives the remote control command as a parameter from the controller **260** when it invokes the application.

Audible output application **600** as shown in the depicted implementation supports two processes for generating speech or other forms of aural indication. The two processes are referred to herein as generated speech and retrieved speech. In block **604**, the depicted embodiment of application **600** determines whether the audio output will be generated or retrieved. If audio is to be generated, application **600** invokes a text-to-speech engine that derives the audio output from a text-based representation of the remote control command. Under this process, for example, application **600** may index (block **610**) audio data **406**, which may contain text strings corresponding to a set of remote control commands. Application **600** would index or otherwise retrieve the applicable text string from audio data **406** and call (block **612**) a text-to-speech engine **412**, which converts the text string to audio data using known text-to-speech techniques.



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As an alternative, application 600 may determine in block 604 that speech is not to be generated, which may occur if, for example, STB 121 lacks text-to-speech engine 412. In any event, application 600 may store audio files corresponding to each of the remote control commands in audio data 406. In this embodiment, application 600 may use the remote control command to index (block 620) audio data 406 to retrieve an audio file that is suitable for delivering to decoder 210 of STB 121.

The text-to-speech process is more flexible and potentially conserves valuable storage because it is not necessary to store audio files. On the other hand, the retrieval of audio files has the benefit of better performance because very little on-the-fly processing is required. Application 600 as shown supports both processes. In other implementations, application 600 may be dedicated to one approach or the other. Still other implementations may employ a combination of both text-to-speech and stored audio files, for example, using stored audio files for the most commonly invoked words and text-to-speech for less frequently encountered words.

Referring now to FIG. 7 and FIG. 8, additional and optional features of an audible output application are depicted. FIG. 7 depicts selected elements of a process 700 that incorporates meta data into the aural indication functionality. As an example, if (block 702) the viewer initiates a remote control command that affects the content being displayed, the application may retrieve (block 704) meta data associated with the remote control command. In the depicted embodiment, the retrieved meta data that is associated with a remote control command includes EPG data 404 that is associated with the content being displayed after the command is executed. Thus, when a user changes to a new channel, the name of the program may be retrieved from the EPG data 404, combined (block 706) with the remote control command, and output as part of the aural indication. These features may be implemented with the text-to-speech approach or with the audio file retrieval approach although there are practical limits on the ability to incorporate the audio files necessary to keep pace with the rate at which EPG data 404 or other form of meta data changes. In other embodiments, the retrieved meta data may include, as examples, verbal descriptions of images associated with video-on-demand content, CallerID information associated with incoming telephone calls that may be detected or processed by STB 121, system messages including, as an example, "recording finished," and the like.

FIG. 8 illustrates a feature 800 in which an STB 121 is provisioned (block 802) with a customized audio database and/or a customized text-to-speech engine. The customized audio data or speech engine may produce aural indications in a voice that is familiar to the user such as the voice of a family member or the voice of a celebrity. In the case of a family member, the customized audio files may be recorded and downloaded to the set top box storage using a USB or other suitable interface. If the customized audio feature is enabled (block 804), the application selects (block 806) the customized audio database or customized text-to-speech engine and generates (block 808) an audio stream based thereon.

Referring back to FIG. 3, some embodiments of the aural indication application may operate in conjunction with remote control device 126 to enable, disable, facilitate or enhance the aural indication functionality. In some embodiments, for example, aural indication application 410 may recognize a function button, e.g., function button 311, as an enable/disable button that toggles whether the aural indication is played when another button is pressed. In these embodiments, function button 311 enables and disables the aural indication function. A default setting for a variable

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controlled by function button 311 could be a user specifiable default setting that is set either on or off as a preference on STB 121. The enable/disable feature could, in other embodiments, be implemented via a slide switch (not depicted) instead of a button. In other embodiments, aural indication application recognizes button 311, or another function button, as an "audio next" function button that, when pressed, causes aural indication of the next button pressed. Other embodiments may employ a variant of this approach in which aural indication application 410 causes aural indication of a button when it is pressed a first time. A second pressing of the same button activates the button as normal. Alternatively, the remote control 126 may be implemented so that simply touching a button (i.e., sensed through capacitance variation) causes the aural indication to play while actually pressing the button causes the appropriate command to execute. Similarly, STB 121 can be configured, depending on user input or preferences, to play aural indication for buttons that are pressed, but not execute the corresponding functions or commands. Remote control 126 may be configured to send alternative signals for the same key (e.g., via IR or RF), depending on whether the aural indication functionality is enabled. Thus, remote control 126 might send three different IR signals for the same button including a first signal for function only, a second signal for function plus aural indication, and a third signal for aural indication only. In all of these variations, STB 121 may be configured to play the audio label regardless of whether the audio channel is muted.

The above disclosed subject matter is to be considered illustrative, and not restrictive, and the appended claims are intended to cover all such modifications, enhancements, and other embodiments which fall within the true spirit and scope of the disclosed subject matter. Thus, to the maximum extent allowed by law, the appended claims are entitled to the broadest permissible interpretation, and should not be restricted or limited by the foregoing detailed description.

What is claimed is:

1. A multimedia receiver, comprising:

a remote control interface operable to receive a wirelessly transmitted remote control command;

a processor coupled to the remote control interface; and memory including processor-executable program instructions that, when executed by the processor, cause the processor to perform operations comprising:

generating first programming content output corresponding to a first program associated with a first channel of a multimedia content distribution network; responsive to a remote control command detected by the remote control interface:

generating second programming content output corresponding to a second program associated with a second channel of the network; generating an audible message announcing the second program;

responsive to detecting an incoming telephone call, generating an audible message indicative of the telephone call;

responsive to detecting an event associated with a recording of a requested program, generating an audible message indicative of the event; and

responsive to detecting a current signal from the remote control indicative of a remote control button and a most recent previous signal from the remote control indicative of an audio next button, generating an audible message indicative of the remote control button.

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2. The receiver of claim 1, wherein generating a particular audible message includes:

determining if a customized audio feature is enabled; and responsive to determining the customized audio feature is enabled, generating the particular audible message with a voice familiar to a user, wherein the voice is selected from an acquaintance of the user and a celebrity known to the user.

3. The receiver of claim 1, wherein generating a particular audible message includes invoking a speech synthesis module.

4. The receiver of claim 1, wherein generating a particular audible message includes indexing stored audio files to retrieve an audio file corresponding to the remote control command.

5. The receiver of claim 1, wherein the operations include: retrieving metadata associated with the second program and wherein the audible message indicative of the second program is indicative of at least some of the metadata.

6. The receiver of claim 1, wherein the operations include: responsive to:

detecting the current signal from the remote control; and determining receipt of no previous signal indicative of the remote control button;

generating an audible message indicative of the remote control button.

7. A method comprising:

generating, by a set top box, first programming content output corresponding to a first program associated with a first channel of a multimedia content distribution network;

responsive to a remote control command detected by a remote control interface:

generating second programming content output corresponding to a second program associated with a second channel of the multimedia content distribution network; and

generating an audible message announcing the second program;

responsive to detecting an incoming telephone call, generating an audible message indicative of the telephone call; and

responsive to detecting an event associated with a recording of a requested program, generating an audible message indicative of the event

responsive to detecting:

a current signal from the remote control indicative of a remote control button; and

a most recent previous signal from the remote control indicative of an audio next button,

generating an audible message indicative of the remote control button.

8. The method of claim 7, wherein generating a particular audible message includes:

determining if a customized audio feature is enabled; and responsive to determining the customized audio feature is enabled, generating the particular audible message with a voice familiar to a user, wherein the voice is selected from an acquaintance of the user and a celebrity known to the user.

9. The method of claim 7, wherein generating a particular audible message includes invoking a speech synthesis module.

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10. The method of claim 7, wherein generating a particular audible message includes indexing stored audio files to retrieve an audio file corresponding to the remote control command.

11. The method of claim 7, further comprising:

retrieving metadata associated with the second program and wherein the audible message indicative of the second program is indicative of at least some of the metadata.

12. The method of claim 7, further comprising:

responsive to:

detecting the current signal from the remote control; and determining receipt of no previous signal indicative of the remote control button,

generating an audible message indicative of the remote control button.

13. A computer readable memory including processor executable instructions that, upon execution by a processor, cause the processor to perform operations, comprising:

generating, by a set top box, first programming content output corresponding to a first program associated with a first channel of a multimedia content distribution network;

responsive to a remote control command detected by a remote control interface:

generating second programming content output corresponding to a second program associated with a second channel of the multimedia content distribution network; and

generating an audible message announcing the second program;

responsive to detecting an incoming telephone call, generating an audible message indicative of the telephone call; and

responsive to detecting an event associated with a recording of a requested program, generating an audible message indicative of the event

responsive to detecting:

a current signal from the remote control indicative of a remote control button; and

a most recent previous signal from the remote control indicative of an audio next button,

generating an audible message indicative of the remote control button.

14. The computer readable medium of claim 13, wherein generating a particular audible message includes:

determining if a customized audio feature is enabled; and responsive to determining the customized audio feature is enabled, generating the particular audible message with a voice familiar to a user, wherein the voice is selected from an acquaintance of the user and a celebrity known to the user.

15. The computer readable medium of claim 13, wherein generating a particular audible message includes invoking a speech synthesis module.

16. The computer readable medium of claim 13, wherein generating a particular audible message includes indexing stored audio files to retrieve an audio file corresponding to the remote control command.

17. The computer readable medium of claim 13, wherein the operations include:

retrieving metadata associated with the second program and wherein the audible message indicative of the second program is indicative of at least some of the metadata.